

BARS Committee Meeting  
26 September 2018

**Attendance:** Alex Yee, Chris Myron, Dalton Richardson, Dennis Trammell, Dom Pucella, Juni Mercado, Michael Wellbrock, Sal Scrimenti, Tim Brown, Twan Claiborne

**Committee Members:** Chris Bonet, Josh Thai

Missing one member short of quorum; votes to be postponed to slack if quorum is not met.

Repetition of Mission Statement:

*Big Apple Recreational Sports is New York City's non-profit, community-minded co-ed sports league for lesbian, gay, bisexual, transgender, queer and LGBTQI-friendly New Yorkers who want to play competitive sports in an athletic environment free of harassment, discrimination and drama. Our leagues are committed to creating an inclusive environment for all participants.*

Repeating mission statement will keep up on track of who we are and who we represent.

**1. Open Discussion from the Committee**

- a. Want something discussed at the meeting? Think there is a problem? Have a good idea and want to get more involved? Toss it in the mix for discussion!
  - i. Joshua Thai – Extra 15 minutes on back court pushes back court games to the front court and time is rushed. It might be worth having both sides start at 7 to allow games to have enough time and not be rushed. It would potentially be fairer to refs and those scheduled last. Dodgeball director mentions noticing extended strategy sessions also being a cause of prolonged games. Refs are encouraged to rush mid-game strategy huddles to prevent delay of later games. There is some pushback to starting at 7:00pm due to people's schedules and pushing more games forward may create problems. It is proposed to see if we could keep up like we did last week.
  - ii. Highballs – Balls that are not controlled at all can be dangerous to non-playing bystanders. There may need to be penalties for dangerous, wild balls that can actually endanger non-players on the sideline who are not anticipating ball collisions. Other leagues may have headshot rules, but nothing is known about wild ball rules in other leagues. There are a few players with strong, uncontrolled throws who have played for seasons. Including some sort of policy may be helpful to help the rest of the players. A problem would be defining what is a wild, strong throw and a wild less-skilled throw by a green player. It is worth looking into, but there needs to be research and wordsmithing required to properly address the issue before it becomes a greater problem.

2. **Updates from the Commissioner**

- a. Pride March 2019 – Vote passed online to register with a float, but the budget for a float itself was not passed. This may be the year to encourage players to participate more
- b. There was opposition to the float because it could be a lot of lost money without a complete procurement plan. It was premature to reg for a float without a plan to have a float.

3. **Proposals + Sport Discussions**

- a. Refund Policy - TB
  - b. Modified Attendance Policy for Kickball - MW
  - c. Definition of High Ball/Head Shot and Rule Change Proposal - AY
  - d. Holiday Tournament Proposal - DR
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1. **Brief Sports Updates From Directors**

- a. Bowling
- b. Dodgeball
- c. Tuesday Kickball
- d. Saturday Kickball

2. **Philanthropy**

- a.

3. **Treasury**

- a.

4. **Press/Marketing**

- a.

5. **Social**

- a.

6. **Miscellaneous**

- a. Board Buddies - DR (a discussion on an idea I have)

## **PROPOSALS**

**Proposal a.**

**Removal of the No Refund Policy - (Proposed by Tim Brown)**

Voting tabled until a later date to favor more discussion on other topics.

*Background:* Currently, we have a “No Refund Policy” listed on our registration website and people agree to it as part of the Terms of Participation during their registration period. We are not following this policy consistently, which makes for an unfair and possibly biased experience for our members.

*Proposal:* Remove the No Refund Policy and delete it from the Terms of Participation

### **Proposal b.**

#### **Kickball Veteran Status Rewording - (Proposed by Michael Wellbrock)**

Voting tabled: Postponed to work on more solid wording to better reflect all situations

Background:

*As currently written:*

In order to have VETERAN STATUS for the following season, you must attend 6 games out of the total 8 games during the season (tournament included). If you miss more than 2 games, you will not be considered a veteran for the following season. Attendance will be taken.

*As proposed:*

In order to have VETERAN STATUS for the following season, you must attend 75% out of the total days of scheduled games during the season (tournament day included). If you miss more than 25% of days of games scheduled, you will not be considered a veteran for the following season. In the event of cancelled dates that are not rescheduled, all individuals will be considered present for that date. Attendance will be taken.

### **Proposal c.**

#### **Addition of Definitions of Head Shots and High Balls for Dodgeball - (Proposed by Alex Yee)**

Voting tabled: More discussion, word working, and scenario consideration needs to be done

*Background:* Currently, we only have language in the rules defining what a Head Shot is, but not a High Ball. Here is what is on the Dodgeball page:

“13. a. NO HEADSHOTS OF ANY KIND: A player who throws a ball that hits an opposing player above the shoulders while that player is upright will be called OUT. A player who throws a high ball will be officially warned. Should said player throw a second high ball, they will be called out.”

*Proposed Rule/Language Change:*

13. a. **HEADSHOTS:** A direct headshot (that is: a ball that travels directly from an opposing player's hand to a defending player's head) will result in the ball immediately becoming a dead ball and will not result in an OUT.

#### **1. EXCEPTIONS**

a. When a player has 3 or more points of contact with the floor when hit in the head, that player is OUT.

i. Any part of their body counts as a point of contact

ii. If a defending player's ball is in contact with them and the floor, it counts as a point of contact

- b. When the ball has been previously deflected off of another body part or ball into the head, that player is OUT.
- c. A player may not deliberately block the ball with their head. They will be called OUT.

No penalty to thrower, should there be?

No mention of jumping and dodging

Deny a faceblast and a catch the benefit of a catch, should it be dead?

What about penalty

Players health is paramount, rules from other leagues allow players to recover before returning

13. b. **HIGH BALLS:** A high ball is defined as a ball thrown **and exits bounds** above an opposing player's shoulder level when said player is standing upright (A high ball is defined as a ball **thrown** passing above an opposing player's shoulder level when said player is standing upright and **exits bounds**). A player who throws a high ball will be given a first warning. Should said player throw a second high ball at any point during the same game, they will be called out. High Ball warnings reset after each game within a match.

1. Exception Example: If a player jumps, that person would no longer be in a "standing upright" position so a ball thrown higher at said player would NOT be a high ball.

2. **OTHER HIGH THROWS:** If a ball is thrown above the shoulder level, even if not near an opposing player, a high ball warning will still be issued.

#### **Proposal d.**

##### **Holiday Tournament - (Proposed by Dalton Richardson)**

Motioned DR, Seconded AY

Voting: Yea - 7, Nay - 2, Abstain – 2, Motion passes.

Teams: 6 - 8 teams of 8 - 10 players

Player Requirements: 48 - 80

Location: Tony D's

Dates: Mondays, December 3rd + 10th for seeding, December 17th for tournament

Registration: Registration window open from 11/5 - 11/19 (question of whether to make this only available to BARS players or not to be figured out) limited to

Team Composition: This tournament is meant to allow for a DRAFT format. When registering, players opt whether or not they want to be selected as captain. Captainship should NOT be available to board members. Captains will be randomly chosen from those who opt for the choice. I.e. If 16 players sign up to be captain, 8 are randomly selected to be captain. Players who opt to be captain MUST be available for a designated day for the scheduled draft (tentatively week of 11/26)

Equipment: 5 no-sting balls per match. Majority balls will alternate per game.

Time: 15 minutes per match. Teams will play AS MANY GAMES AS POSSIBLE within the time allotted. Only completed games will count towards the final score.

Tentative Schedule:

Week 1		Week 1		Week 2			Week 3
Front	7:15	Team 1	Team 2	Front	7:15	Team 1	Team 6
Back	7:15	Team 3	Team 4	Back	7:15	Team 2	Team 7
Front	7:30	Team 5	Team 6	Front	7:30	Team 3	Team 8
Back	7:30	Team 7	Team 8	Back	7:30	Team 4	Team 5
Front	7:45	Team 1	Team 3	Front	7:45	Team 1	Team 7
Back	7:45	Team 2	Team 4	Back	7:45	Team 2	Team 8
Front	8:00	Team 5	Team 8	Front	8:00	Team 3	Team 5
Back	8:00	Team 6	Team 7	Back	8:00	Team 4	Team 6
Front	8:15	Team 1	Team 4	Front	8:15	Team 1	Team 8
Back	8:15	Team 2	Team 3	Back	8:15	Team 2	Team 5
Front	8:30	Team 5	Team 7	Front	8:30	Team 3	Team 6
Back	8:30	Team 6	Team 8	Back	8:30	Team 4	Team 7
Front	8:45	Team 1	Team 5				
Back	8:45	Team 2	Team 6				
Front	9:00	Team 3	Team 7				
Back	9:00	Team 4	Team 8				
							TOURNAMENT

Rules: Rules will be similar to BARS rules with a couple of exceptions - removal of High Ball rules, as no-sting are typically seen as less painful.

Contingency Rule: If we do not have at least 6 teams of 8 people (48 players) to meet registration minimum, then the tournament will be cancelled.